

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (canceled).

2 (currently amended). The gaming device of claim 4 [[1]], wherein the display device is configured to provide a substantially continuous display of all symbols of each symbol carrier between the initial stationary position and the final stationary position.

Claim 3 (canceled).

4 (currently amended). ~~The gaming device of claim 3, wherein the translational movement of the plurality of symbol carriers comprises rotational movement~~ A gaming device for playing a game, comprising:

a gaming apparatus configured for randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement to determine a game outcome for each pay line;
and

a display device configured for displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers translationally moving as a group about a central axis substantially transverse to the plane of the display, and each perceptibly and individually rotatable about a separate axis substantially transverse to a plane of the display between an initial stationary position and a final stationary position, each symbol carrier bearing a plurality of symbols, the gaming apparatus configured to control perceived rotation of each of the symbol carriers to place, in the final stationary position, at least one symbol of each symbol carrier at a designated symbol position of at least one pay line of the plurality of pay lines.

5 (currently amended). The gaming device of claim 4 [[1]], wherein the display device is either a video monitor or an electromechanical display.

6 (currently amended). The gaming device of claim 4 [[1]], wherein the gaming apparatus is configured to enable alteration of position of at least one symbol on at least one symbol carrier of the plurality.

7 (original). The gaming device of claim 6, wherein the gaming apparatus is configured to enable transposition of at least two symbols on at least one symbol carrier of the plurality.

8 (currently amended). The gaming device of claim 4 [[1]], wherein the gaming apparatus is configured to enable player selection of at least one symbol for placement on at least one symbol carrier of the plurality.

9 (currently amended). The gaming device of claim 4 [[1]], wherein the plurality of symbol carriers is divided into at least two groups, at least some pay lines are associated with one of the at least two groups and at least some other pay lines are associated with at least another of the at least two groups.

10 (currently amended). ~~The gaming device of claim 1, wherein the plurality of symbol carriers is~~ A gaming device for playing a game, comprising:

a gaming apparatus configured for randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement to determine a game outcome for each pay line;
and

a display device configured for displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers divided into a group of symbol carriers surrounding a centrally located symbol carrier, each perceptibly and individually rotatable about a separate axis substantially transverse to a plane of the display between an initial stationary position and a final stationary position, each symbol carrier bearing a plurality of symbols, the gaming apparatus configured to control

perceived rotation of each of the symbol carriers to place, in the final stationary position, at least one symbol of each symbol carrier at a designated symbol position of at least one pay line of the plurality of pay lines, and at least some pay lines being [[are]] associated with at least two symbol carriers of the group and the centrally located symbol carrier.

11 (original). The gaming device of claim 10, wherein the gaming apparatus is configured to initiate perceptible rotation of the group of symbol carriers about the centrally located symbol carrier.

Claim 12 (canceled).

13 (currently amended). The gaming device of claim ~~4~~ 12, wherein the group of symbol carriers is divided into at least two groups such that at least one group and ~~the~~ at least another group of the at least two groups of symbol carriers are each arranged at different radii from a central axis substantially transverse to the plane of the display, the gaming apparatus is configured for display of perceptible independent rotation of each of the at least two groups about the central axis, and at least some pay lines are linear and associated with at least one symbol carrier of the at least one group and at least another symbol carrier of the at least another group on the display upon cessation of rotation of the at least two groups of symbol carriers.

Claims 14-22 (canceled).

23 (currently amended). ~~The gaming method of claim 22 further comprising providing translational movement of the plurality of symbol carriers as rotational movement~~
A gaming method, comprising:

randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement and determining a game outcome for each pay line; and

displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers translationally moving as a group about a central axis substantially transverse to the plane of the display, each perceptibly and

individually rotatable about a separate axis substantially transverse to a plane of the display between an initial stationary position and a final stationary position, each symbol carrier bearing a plurality of symbols; and

perceptibly rotating each of the symbol carriers to place, in the final stationary position, at least one symbol of each symbol carrier at a designated symbol position of at least one pay line of the plurality of pay lines.

Claims 24-28 (canceled).

29 (currently amended). ~~The gaming method of claim 20, further comprising dividing the plurality of symbol carriers~~ A gaming method, comprising:

randomly generating an arrangement comprising a plurality of symbols selected from a preselected plurality of different symbols and associating a plurality of pay lines, each pay line comprising a plurality of designated symbol positions, with the randomly generated arrangement and determining a game outcome for each pay line; and

displaying the randomly generated arrangement of symbols in a display comprising a plurality of mutually spaced apart symbol carriers divided into a group of symbol carriers surrounding a centrally located symbol carrier, each perceptibly and individually rotatable about a separate axis substantially transverse to a plane of the display between an initial stationary position and a final stationary position, each symbol carrier bearing a plurality of symbols; and

perceptibly rotating each of the symbol carriers to place, in the final stationary position, at least one symbol of each symbol carrier at a designated symbol position of at least one pay line of the plurality of pay lines and associating at least some pay lines with at least two symbol carriers of the group and the centrally located symbol carrier.

30 (original). The gaming method of claim 29, further comprising initiating perceptible rotation of the group of symbol carriers about the centrally located symbol carrier.

Claim 31 (canceled).

32 (currently amended). The gaming method of claim ~~23~~ 31, further comprising dividing the group of symbol carriers into at least two groups and arranging each of the at

least one group and the at least another group of the at least two groups of symbol carriers at different radii from a central axis substantially transverse to the plane of the display and displaying perceptible independent rotation of each of the at least two groups about the central axis, and configuring at least some pay lines as linear and associated with at least one symbol carrier of the at least one group and at least another symbol carrier of the at least another group on the display upon cessation of rotation of the at least two groups.

Claims 33-40 (canceled).

41 (new). A gaming device comprising:
a display device having a plane;
a wager input device; and
a central processor operably coupled to the display device, the wager input device, and a memory,
the central processor carrying out instructions to receive a wager via the wager input device,
the central processor carrying out instructions to cause the display device to display a plurality of spaced apart symbol carriers, each symbol carrier have a plurality of symbols thereon,
the central processor carrying out instructions to cause the display device to display relative motion between the plurality of symbols on each of the symbol carriers and at least one associated symbol indicator for each of the symbol carriers, the at least one associated symbol indicator indicating at least one chosen symbol for each of the symbol carriers,
the central processor carrying out instructions to cause the display device to display the plurality of spaced apart symbol carriers moving as a group about a central axis substantially transverse to the plane of the display device,
the central processor carrying out instructions to cause the display device to display a final display with the relative motion between the plurality of symbols on each symbol carrier and the at least one associated symbol indicator stopped and the motion of the plurality of spaced apart symbol carriers about the central axis stopped,
the central processor carrying out instructions to provide a payout associated with the final display.

42 (new). The gaming device according to claim 41, wherein the central processor carries out instructions to cause the display device to display each of the plurality of spaced apart symbol carriers moving about its own symbol carrier central axis substantially transverse to the plane of the display device.

43 (new). The gaming device according to claim 41, wherein the at least one symbol indicator comprises a connection between a payline and at least one of the plurality of spaced apart symbol carriers.

44 (new). The gaming device according to claim 41, wherein each of the symbol carriers has the plurality of symbols arranged about a symbol carrier central axis and the at least one symbol indicator comprises a pointer that moves about the symbol carrier central axis.

45 (new). The gaming device according to claim 41, wherein each of the symbol carriers comprises a plurality of compartments, each compartment having at least one of the plurality of symbols disposed therein, and the at least one symbol indicator comprises a highlighted compartment.

46 (new). The gaming device according to claim 41, wherein the at least one symbol indicator comprises a plurality of areas disposed about the periphery of the each of the symbol carriers, each of the areas associated with one of the plurality of symbols.

47 (new). The gaming device according to claim 41, wherein each of the symbol carriers has a plurality of symbol indicators associated therewith.

48 (new). The gaming device according to claim 41, wherein each of the symbol carriers comprises a column having a plurality of segments, each segment having at least one of the plurality of symbols disposed therein.

49 (new). The gaming device according to claim 47, wherein the at least one symbol indicator comprises at least one pointer disposed adjacent to the symbol carrier periphery.

50 (new). The gaming device according to claim 47, wherein the at least one symbol indicator comprises at least one pointer disposed within the symbol carrier periphery.

51 (new). The gaming device according to claim 41, wherein:
the central processor carries out instructions to randomly determine a game outcome,
and
the central processor carries out instructions to provide a payout associated with the final display and according to the game outcome.

52 (new). The gaming device according to claim 41, wherein the wager input device comprises at least one of a coin acceptor, a bill acceptor, a credit/debit card reader and a player tracking card reader.

53 (new). The gaming device according to claim 41, wherein the display device comprises at least one of a video monitor and an electromechanical display.

54 (new). A gaming device comprising:
a display device;
a wager input device; and
a central processor operably coupled to the display device, the wager input device, and a memory,
the central processor carrying out instructions to receive a wager via the wager input device,
the central processor carrying out instructions to cause the display device to display a plurality of spaced apart symbol carriers, each symbol carrier having a plurality of symbols thereon, and a plurality of pay lines,
the plurality of spaced apart symbol carriers including a centrally located symbol carrier and a group of symbol carriers disposed about the centrally located symbol carrier, and at least some of the plurality of pay lines being associated with at least two symbol carriers of the group of symbol carriers and the central symbol carrier,
the central processor carrying out instructions to cause the display device to display relative motion between the plurality of symbols on each of the symbol carriers and at least

one associated symbol indicator for each of the symbol carriers, the at least one associated symbol indicator indicating at least one chosen symbol for each of the symbol carriers,

the central processor carrying out instructions to cause the display device to display a final display with the relative motion between the symbols on each symbol carrier and the at least one associated symbol indicator stopped,

the central processor carrying out instructions to provide a payout associated with the final display.

55 (new). The gaming device according to claim 54, wherein the central processor carries out instructions to cause the display device to display each of the plurality of spaced apart symbol carriers moving about its own symbol carrier central axis substantially transverse to the plane of the display device.

56 (new). The gaming device according to claim 54, wherein the at least one symbol indicator comprises a connection between a payline and at least one of the plurality of spaced apart symbol carriers.

57 (new). The gaming device according to claim 54, wherein each of the symbol carriers has the plurality of symbols arranged about a symbol carrier central axis and the at least one symbol indicator comprises a pointer that moves about the symbol carrier central axis.

58 (new). The gaming device according to claim 54, wherein each of the symbol carriers comprises a plurality of compartments, each compartment having at least one of the plurality of symbols disposed therein, and the at least one symbol indicator comprises a highlighted compartment.

59 (new). The gaming device according to claim 54, wherein the at least one symbol indicator comprises a plurality of areas disposed about the periphery of the each of the symbol carriers, each of the areas associated with one of the plurality of symbols.

60 (new). The gaming device according to claim 54, wherein each of the symbol carriers has a plurality of symbol indicators associated therewith.

61 (new). The gaming device according to claim 54, wherein each of the symbol carriers comprises a column having a plurality of segments, each segment having at least one of the plurality of symbols disposed therein.

62 (new). The gaming device according to claim 61, wherein the at least one symbol indicator comprises at least one pointer disposed adjacent to the symbol carrier periphery.

63 (new). The gaming device according to claim 61, wherein the at least one symbol indicator comprises at least one pointer disposed within the symbol carrier periphery.

64 (new). The gaming device according to claim 54, wherein:
the central processor carries out instructions to randomly determine a game outcome;
and

the central processor carries out instructions to provide a payout associated with the final display and according to the game outcome.

65 (new). The gaming device according to claim 54, wherein the wager input device comprises at least one of a coin acceptor, a bill acceptor, a credit/debit card reader and a player tracking card reader.

66 (new). The gaming device according to claim 54, wherein the display device comprises at least one of a video monitor and an electromechanical display.

67 (new). A gaming method comprising:
receiving a wager;
displaying a plurality of spaced apart symbol carriers, each symbol carrier have a plurality of symbols thereon;
displaying relative motion between the plurality of symbols on each of the symbol carriers and at least one associated symbol indicator for each of the symbol carriers, the at least one associated symbol indicator indicating at least one chosen symbol for each of the symbol carriers;

displaying the plurality of spaced apart symbol carriers moving as a group about a central axis substantially transverse to a plane in which the symbol carriers are moving;

displaying a final display with the relative motion between the plurality of symbols on each symbol carrier and the at least one associated symbol indicator stopped and the motion of the plurality of spaced apart symbol carriers about the central axis stopped; and

providing a payout associated with the final display.

68 (new). The gaming method according to claim 67, comprising displaying each of the plurality of spaced apart symbol carriers moving about its own symbol carrier central axis substantially transverse to the plane in which the symbol carriers are moving.

69 (new). The gaming method according to claim 67, wherein the at least one symbol indicator comprises a connection between a payline and at least one of the plurality of spaced apart symbol carriers.

70 (new). The gaming method according to claim 67, wherein each of the symbol carriers has the plurality of symbols arranged about a symbol carrier central axis and the at least one symbol indicator comprises a pointer that moves about the symbol carrier central axis.

71 (new). The gaming method according to claim 67, wherein each of the symbol carriers comprises a plurality of compartments, each compartment having at least one of the plurality of symbols disposed therein, and the at least one symbol indicator comprises a highlighted compartment.

72 (new). The gaming method according to claim 67, wherein the at least one symbol indicator comprises a plurality of areas disposed about the periphery of the each of the symbol carriers, each of the areas associated with one of the plurality of symbols.

73 (new). The gaming method according to claim 67, wherein each of the symbol carriers has a plurality of symbol indicators associated therewith.

74 (new). The gaming method according to claim 67, wherein each of the symbol carriers comprises a column having a plurality of segments, each segment having at least one of the plurality of symbols disposed therein.

75 (new). The gaming method according to claim 74, wherein the at least one symbol indicator comprises at least one pointer disposed adjacent to the symbol carrier periphery.

76 (new). The gaming method according to claim 74, wherein the at least one symbol indicator comprises at least one pointer disposed within the symbol carrier periphery.

77 (new). The gaming device according to claim 67, comprising:
randomly determining a game outcome; and
providing a payout associated with the final display and according to the game outcome.

78 (new). A gaming method comprising:
receiving a wager;
displaying a plurality of spaced apart symbol carriers, each symbol carrier have a plurality of symbols thereon, and a plurality of pay lines,
the plurality of spaced apart symbol carriers including a centrally located symbol carrier and a group of symbol carriers disposed about the centrally located symbol carrier, and at least some of the plurality of pay lines being associated with at least two symbol carriers of the group of symbol carriers and the central symbol carrier;
displaying relative motion between the plurality of symbols on each of the symbol carriers and at least one associated symbol indicator for each of the symbol carriers, the at least one associated symbol indicator indicating at least one chosen symbol for each of the symbol carriers;
displaying a final display with the relative motion between the symbols on each symbol carrier and the at least one associated symbol indicator stopped; and
providing a payout associated with the final display.

79 (new). The gaming method according to claim 78, comprising displaying each of the plurality of spaced apart symbol carriers moving about its own symbol carrier central axis substantially transverse to the plane in which the symbol carriers are moving.

80 (new). The gaming method according to claim 78, wherein the at least one symbol indicator comprises a connection between a payline and at least one of the plurality of spaced apart symbol carriers.

81 (new). The gaming method according to claim 78, wherein each of the symbol carriers has the plurality of symbols arranged about a symbol carrier central axis and the at least one symbol indicator comprises a pointer that moves about the symbol carrier central axis.

82 (new). The gaming method according to claim 78, wherein each of the symbol carriers comprises a plurality of compartments, each compartment having at least one of the plurality of symbols disposed therein, and the at least one symbol indicator comprises a highlighted compartment.

83 (new). The gaming method according to claim 78, wherein the at least one symbol indicator comprises a plurality of areas disposed about the periphery of the each of the symbol carriers, each of the areas associated with one of the plurality of symbols.

84 (new). The gaming method according to claim 78, wherein each of the symbol carriers has a plurality of symbol indicators associated therewith.

85 (new). The gaming method according to claim 78, wherein each of the symbol carriers comprises a column having a plurality of segments, each segment having at least one of the plurality of symbols disposed therein.

86 (new). The gaming method according to claim 85, wherein the at least one symbol indicator comprises at least one pointer disposed adjacent to the symbol carrier periphery.

87 (new). The gaming method according to claim 85, wherein the at least one symbol indicator comprises at least one pointer disposed within the symbol carrier periphery.

88 (new). The gaming device according to claim 78, comprising:
randomly determining a game outcome, and
providing a payout associated with the final display and according to the game outcome.